

# SONIC

## THE COMIC

NEW  
SONIC'S WORLD  
STORY

**SHORTY  
JOINS THE  
BIG WIGS!**

NEW  
STORY

**DECAP  
ATTACK  
MEET BORIS!**

**NIGHTS  
PIN-UP!**

PLUS

**SONIC 3 & ZONE TIPS!  
ROAD RASH REVIEW!  
KNUCKLES!**



£1.20 • No 90  
12 NOVEMBER 1996  
EVERY FORTNIGHT

**STC3**  
Archive

UK's OFFICIAL SEGA COMIC

**YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.**

# CONTROL ZONE

## Hey, Boomers!

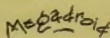
Stand well back - STC's smoking  
with first rate action!

There's two new stories this issue - Decap Attack displays more crackpot capers in Boris and the Book, while Shortfuse bursts in on the Sonic's World story, Secret Weapon.

There's a whole lotta shrinking going on with Sonic and Nack in the final part of the Tomb. Bad news for Knuckles' fans (he temporarily rides into the STC sunset after this issue), means good news for Captain Plunder followers as he's afloat again in STC 91. However, watch this space as everyone's favourite echidna *will* return!

Finally, back in the firing-line, the Review Zone spotlights Road Rash, there's a Claris/NiGHTS Pin-up, plus the Sonic 3 hints and tips continue in the Q Zone.

Have a safe Bonfire Night, Boomers!



COMPILED BY  
||| **ChartTrack** |||  
© ELSPA

↑ up/down   RE/NEW entry   ● non mover

## MEGA DRIVE

- |    |   |                             |
|----|---|-----------------------------|
| 1  | ● | BRIAN LARA CRICKET '96      |
| 2  | ● | WORMS                       |
| 3  | ↑ | MICRO MACHINES 2            |
| 4  | ↑ | FIFA SOCCER '96             |
| 5  | ↓ | TAZ-MANIA: ESCAPE FROM MARS |
| 6  | ↑ | SONIC AND KNUCKLES          |
| 7  | ↓ | TOY STORY                   |
| 8  | ↑ | STREETS OF RAGE             |
| 9  | ↑ | MEGA BOMBERMAN              |
| 10 | ↓ | OLYMPIC SUMMER GAMES        |

## SATURN

- 1 NEW DESTRUCTION DERBY
- 2 ↓ ATHLETE KINGS
- 3 ↓ LOADED
- 4 NEW BUST A MOVE 2
- 5 ↓ MORTAL KOMBAT 3
- 6 ↓ VIRTUA COP
- 7 NEW DISCORLD
- 8 ↓ SAGA RALLY
- 9 NEW STORY OF THOR 2
- 10 NEW OLYMPIC SOCCER - ATLANTA 1996

## MEGA-CD

- |    |    |                      |
|----|----|----------------------|
| 1  | ●  | BRUTAL: PAWS OF FURY |
| 2  | ↑  | TOMCAT ALLEY         |
| 3  | ↑  | SOULSTAR             |
| 4  | RE | ROAD AVENGER         |
| 5  | RE | SILPHEED             |
| 6  | RE | SONIC CD             |
| 7  | RE | POWERMONGER          |
| 8  | ↓  | B.C. RACERS          |
| 9  |    | THUNDERHAWK          |
| 10 | ●  | EARTHWORM JIM        |

## GAME GEAR

- 1 RE MICRO MACHINES 2
- 2 RE DYNAMITE HEADDY
- 3 ● SONIC THE HEDGEHOG
- 4 ↓ COLUMNS
- 5 RE ECCO 2: THE TIDES OF TIME
- 6 ↓ THE LION KING
- 7 RE TAZ-MANIA: ESCAPE FROM MARS
- 8 ↓ SONIC THE HEDGEHOG 2
- 9 RE SONIC: TRIPLE TROUBLE
- 10 ↓ STAR TREK: GENERATIONS

**BE A COOL 'GUY'!**  
FOLLOW THE FIREWORKS CODE!

On November 5th, fireworks will be lighting up the sky in memory of Guy Fawkes and the Gunpowder Plot to blow up Parliament back in 1605. To ensure total coolness and maximum enjoyment, STC offers the following tips.



1. Ensure that an adult-hume\* supervises.
2. Keep fireworks in a closed box.
3. Follow the instructions on each firework carefully.\*
4. Light the tip of the firework fuse at arms length.\*
5. Stand well back.
6. Never return to a firework once it has been lit.
7. Never throw fireworks.
8. Never put fireworks in your pocket.
9. Keep pets indoors.

- EDITOR: Deborah Tate
- FEATURES EDITOR: Audrey Wong
- DESIGNER: Gary Knight
- COVER ART: Carl Flint
- PRODUCTION: Sarah Colley
- CONSULTANT: Richard Burton

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**SONIC AND CHAOTIX ARE ON A MISSION TO IMPRISON SUPER SONIC IN THE CENTRE OF THE BLACK ASTEROID.**



**SONIC**

**The Tomb**

**Issue 2**

Written by: JAMES KITCHING  
 Art by: OUSTON CLARK  
 Edited by: STEVE WHITE  
 Lettering by: VICK FRANK

Colombians: 1977-1987      Latvians: 1988-1998

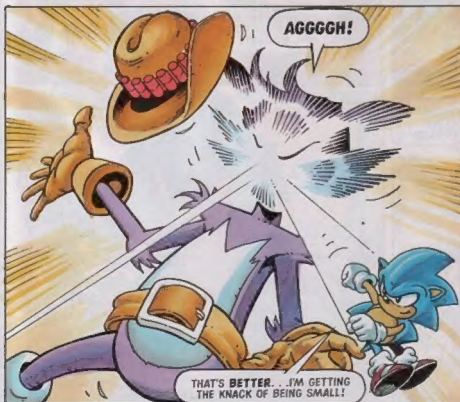
**NACK THE WEASEL HAS OTHER IDEAS!**

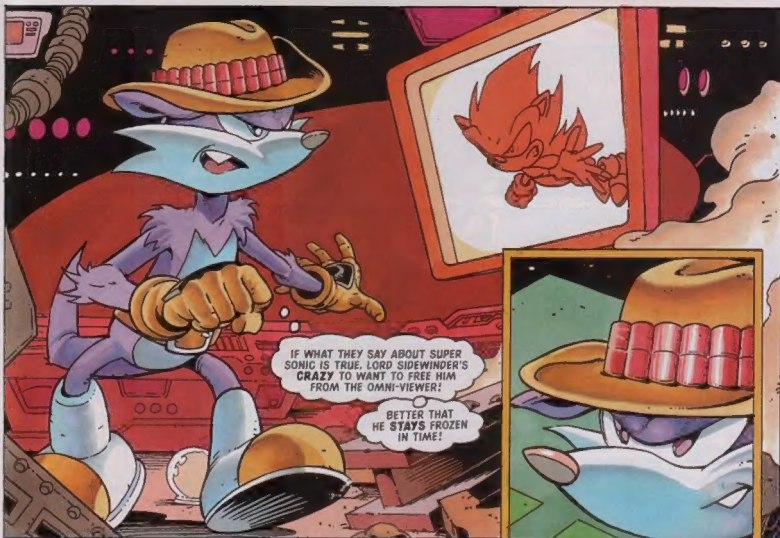
WITH THE AID OF A SHRINKING DEVICE, HE HAS REDUCED HIS ENEMIES TO MICE SIZE. ONLY ONE MANAGED TO ESCAPE BEING CAUGHT!

COME OUT, LITTLE SONIC!  
YOU CAN'T HIDE FROM ME...

HE'S RIGHT!  
WHAT CAN I DO  
AT THIS SIZE?







IF WHAT THEY SAY ABOUT SUPER SONIC IS TRUE, LORD SIDEWINDER'S CRAZY TO WANT TO FREE HIM FROM THE OMNI-VIEWER!

BETTER THAT HE STAYS FROZEN IN TIME!

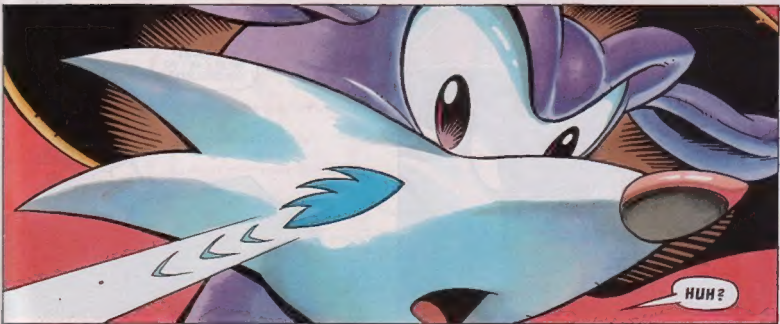


STILL, WHAT DO I CARE? SIDEWINDER IS PAYING ME A FORTUNE TO STEAL HIM!

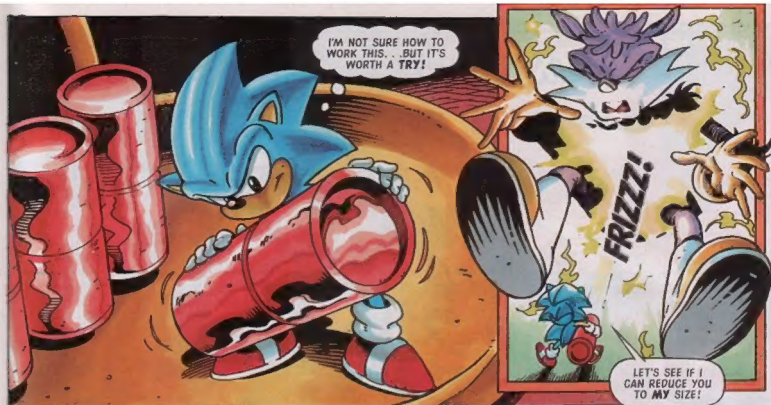


SO, THAT'S IT!

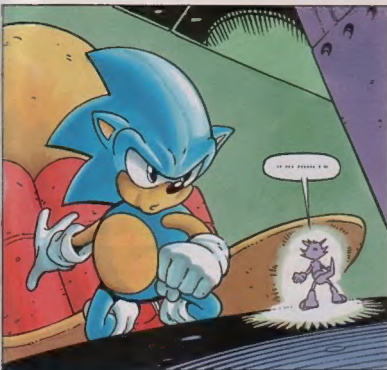
I MAY HAVE SHRUNK, BUT I'VE GOT TO FIND A WAY TO STOP NACK!



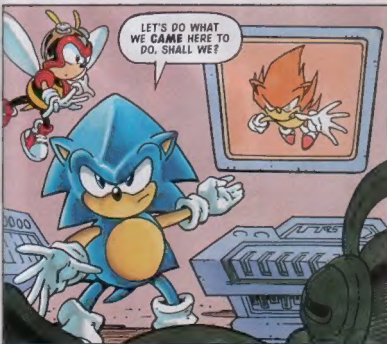
HUH?







FINALLY, CHAOTIX ARE RELEASED AND EVERYONE IS RESTORED TO THEIR FULL SIZE.





WE'RE HERE...  
AT THE CENTRE  
OF THE BLACK  
ASTEROID!



SOON.

LET'S REMEMBER  
THAT WE'RE NOT ONLY  
TRAPPING SUPER SONIC  
HERE, BUT WE'RE DOING  
THE SAME TO THE  
OMNI-VIEWER!



OMNI THOUGHT HE'D FROZEN SUPER  
SONIC IN TIME, BUT HE ONLY SUCCEEDED  
IN SLOWING TIME DOWN!

IT COULD TAKE YEARS FOR  
SUPER SONIC TO GET OUT!



...AND MAYBE THE  
OMNI-VIEWER  
**KNOWS** WHAT'S  
GOING ON, SO WHEN  
SUPER SONIC  
ESCAPES, HE'LL BE  
ABLE TO TELEPORT  
HIMSELF TO  
SAFETY!



THAT'S SUPPOSING  
SUPER SONIC GIVES  
HIM THE CHANCE.



ONLY **ONE**  
MORE THING  
LEFT TO DO!





MIGHTY, DETONATE THE GRAVITON BOMB!

OKAY, VECTOR... HERE GOES!



WHUMPF!

THAT'S THE ONLY WAY IN. SEALED WITH THOUSANDS OF TONS OF RUBBLE!

THAT'LL HOLD HIM FOR SURE! YES INDEEDY-DIDDY!



I HOPE YOU'RE RIGHT, CHARMY!

WE'VE ALL SEEN WHAT HE CAN DO. AND IF SUPER SONIC DOES EVER ESCAPE, HE'LL BE Madder THAN EVER!



MIGHTY, DON'T EVEN THINK ABOUT IT!

NEXT ISSUE:  
**THE HIVE.**

# REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM  
UNDER 40 = YAWNSVILLE

40-70 = NORMALSVILLE  
70-90 = FUN CITY

80-90 = BIG TIME CITY  
OVER 90 = MEGA CITY

## ROAD RASH

Reviewed by David Gibson.



GAME TYPE: MOTORBIKE RACING  
PLAYERS: 1

PUBLISHER: ELECTRONIC ARTS  
PRICE: £44.99

RELEASE DATE: OUT NOW  
AGE SUITABILITY: 11+

Going full throttle and at breakneck speed on the Saturn is *Road Rash* - EA's classic motorcycle game. Despite the Mega Drive version having bland backgrounds and rather naff movement, it made gamers very happy due to the brilliant gameplay.

The 32-bit version features 25 stages across five levels of fast and furious action, which really gives you an incredible feeling when you're in motion. On the City level for example, as you race past 14 other bikers and reach top speed, you can just about feel your stomach churn as the buildings, pedestrians and cars zoom by! Before and after a race, you are treated to a scene, from which several bikers race by in their mean machines!

The soundtrack is provided by bands such as Soundgarden and Therapy; perfect music when you're doing 170km through a busy street! Graphically, the game can't really be faulted. The motorbike riders are digitised from actual people and the backgrounds look as realistic as in a photograph.

Disappointing aspects about the game are the fact that there's still only five different scenarios, although there are short cuts which give you a change from riding the same track all the time. Secondly, it's still only a one-player game. However, *Road Rash* still scores pretty high on the motorvatin' stakes!



### FINAL COUNTDOWN

#### RAVES

Fast,  
furious, and  
nerve-  
wrecking!



GRAPHICS 87

SOUND 90

#### GRAVES

Only five  
scenarios and  
no two-player  
option!



PLAYABILITY 86

OVERALL 87

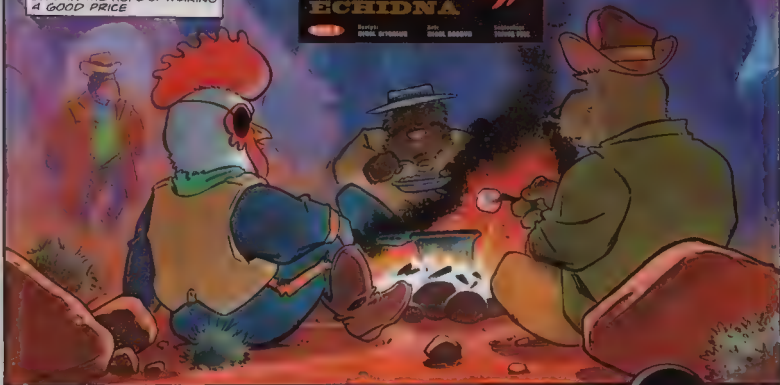
# KNUCKLES

THE GOOD,  
THE BAD  
AND THE  
ECHIDNA



Script: BOB STANLEY Art: BOB STANLEY Colorist: BOB STANLEY

**THE GOOD:** ROOSTER, THE ONE-EYED RANCHER, IS DRIVING HIS HERD OF APTERIXES TO METROPOLIS CITY IN THE HOPE OF MAKING A GOOD PRICE



**THE BAD:** MAYOR 'BOSS' KROUCH, ONE-TIME GOLE SUPPLIER OF APTERIXES TO METROPOLIS CITY (BEFORE ROOSTER CAME ALONG, THAT IS!)

HE AIMS TO BE THE SOLE SUPPLIER AGAIN



**THE ECHIDNA:** WELL, IF YOU NEED TO BE TOLD WHO THE ECHIDNA IS, YOU'RE READING THE WRONG COMIC!

FOLLOW ME... AN' KEEP IT QUIET!




HEY BOSS, I THOUGHT I WAS NEVER GOING TO FIND YOU!

CHITO, I TOLD YOU I WAS GOING TO TAKE CARE OF ROOSTER, PERSONALLY!











GIVE  
IT UP KROUCH!  
YOU'RE NOT GOING  
ANYWHERE!




STAY RIGHT  
WHERE YOU ARE, KNUCKLES  
OR I'LL HAVE TO USE  
THIS!



SHOULD  
I BE  
SCARED?



THIS VIAL  
CONTAINS A CHEMICAL  
COMPOUND TO AN APTERIX,  
IT SMELLS LIKE THE SCENT  
OF THEIR MOST FEARED  
PREDATOR... BUT IT'S A  
HUNDRED TIMES  
MORE POTENT!

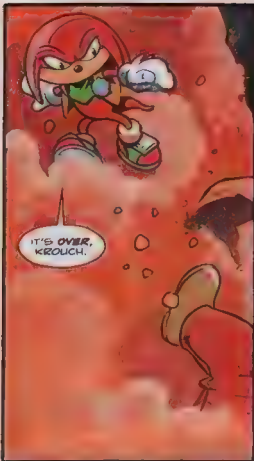


COME ANY  
CLOSER AND I'LL THROW  
THIS INTO THE HERD! I WARN  
YOU, THEY'LL STAMPEDE  
THROUGH ROOSTER'S CAMP  
AND HE WON'T STAND A  
CHANCE!

KROUCH,  
LOOK OUT.



AAAAH!...







# Decap ATTACK

BORIS & THE BOOK

SCRIPT:  
NIGEL KITCHING  
& RICHARD RAYNER

ART:  
NIGEL KITCHING

LETTERING:  
ELLIE DEVILLE

COMPLETE  
STORY

A MYSTERIOUS FIGURE  
CLIMBS TOWARDS A  
BEDROOM WINDOW AT  
CASTLE FRANK N STEIN

ZZZZZZ

SSSS  
SUCK

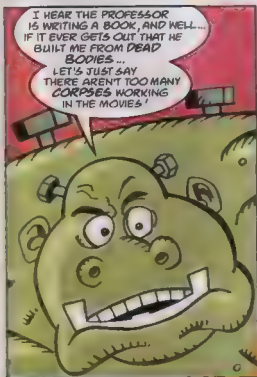
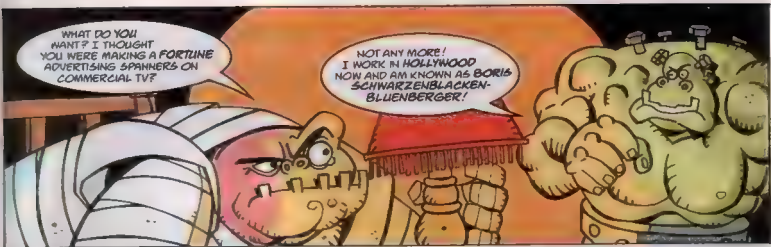
MUMMY, IS  
THAT YOU?

NO IT'S  
ME!

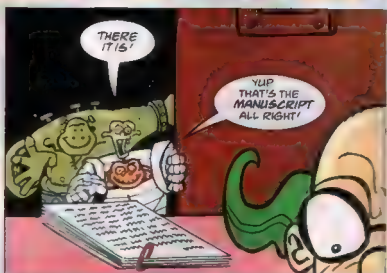
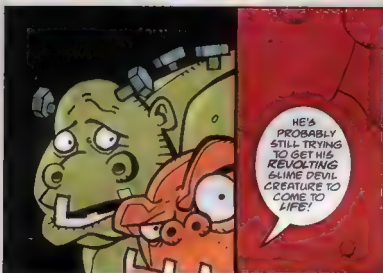
YAAAAA!

I'VE COME  
HOME

B...BORIS!











NEXT ISSUE  
THE LEGEND  
OF MR CUDDLE  
BUNNY!





# Q ZONE

*Q IS FOR QUESTION.*

*Q IS FOR QUERY.*

*Q IS FOR QUANDARY.*

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

Q ZONE, SONIC THE COMIC, 25-31 TWISTOCK PLACE, LONDON, WC1H 9SU.



## SONIC THE HEDGEHOG 3 Revisited



MEGA DRIVE

PART 1  
GENERAL ADVICE

### BEWARE:

Balloons  
Candy Stick  
Coils  
Dropping Platform  
Flame Carriers  
Giant Rotating Columns  
Ridge Bumpers



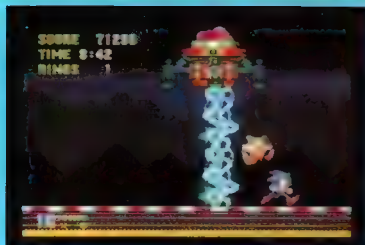
### BADNIKS TO AVOID:

Batbots  
Blasters  
Clamers

### ACT 1

There are loads of bumpers to kick Sonic around, thermal columns and platforms to carry him, and even a dropping platform that you jump off in order to make it rise again! Bounce off balloons to reach higher areas which hold hidden TV's and rings.





## ACT 2

Persistence is the key to completing this zone. Horizontally stacked accelerators push Sonic to even faster speeds. The 'candy stick' columns help him on his downward and upward runs, whilst bumpers make life that bit tougher. Use the Star Post to get to the 'Gumball Machine' Bonus Round, where you can rack up extra lives and shields. Another Bonus Round is cunningly concealed in the left wall, next to the cannon. Of the three TV's you find there, be careful of the gap in the floor beneath the middle one...

## BALLOONS

Landing directly on top of them causes the balloon to explode and throw you into the air - thus helping you to get to higher platforms.

## ROTATING DRUMS

What aggravation! However, to make them work in your favour, stand in the centre of a drum and push up and down rapidly on your joystick. This will create large gaps, just big enough for Sonic to get through.



## SPINNING WHEELS

Handy when you need to blast-off in a certain direction. It's easier to get on them from the top, but if that's difficult, hit them side-on at speed. Use the D-pad to get Sonic's legs moving and he'll stick to the wheel. Press the jump button to fly off.

## LEVEL SELECT CHEAT

Wait until the big SEGA logo at the start of the game begins to disintegrate, and the big blue Sonic zooms out of the screen. Quickly press Up, Up, Down, Down, Up, Up, Up and Up on the joystick (you'll hear a noise as soon as it's activated). Once you're back onto the screen with Start and Option displayed, press Down, and you'll see Sound Test. Enter this and you'll have reached the cheat screen where you can take Sonic to any level.



NEXT ISSUE: THE ICE-CAP ZONE!

SONIC'S WORLD

# SECRET IN CAPTAIN!

THE METROPOLIS ZONE: A CITY OF RESIDENTS LIVING IN FEAR OF THEIR RULER, DOCTOR ROBOTNIKI! FOR MANY THAT FEAR MAKES THEM LOYAL TO THE TYRANT!

HOWEVER, THERE ARE THOSE WHO ARE NOT SO LOYAL... PERHAPS.

PSST! HEY!  
RABBIT!

I HEAR YOU'VE SOME  
INFORMATION FOR ME!  
HABE IT? ROBOTNIKI'S  
TROOPERS ARE NEARBY!

MONEY FIRST.  
INFO SECOND!  
THAT'S THE DEAL!

WORD ON THE STREETS HAS IT  
THAT ROBOTNIKI'S CREATED A NEW  
SECRET WEAPON! NO IDEA  
WHAT IT IS. BUT A PLATOON OF  
TROOPERS WILL BE ESCORTING IT  
THROUGH THE GUM TREE ZONE  
IN TWO DAYS TIME!

WELL THEY'LL HAVE A LITTLE  
SURPRISE WHEN ME AND THE  
GANG SHOW UP TO STOP THEM!



WELL DONE. MY  
FRIEND! YOUR  
LOYALTY WILL BE  
REWARDED!

HEHEHEH! I GUESS IT'S THE  
OUTLAWS WHO'LL BE  
SURPRISED EH, MASTER?

TWO DAYS LATER, IN THE  
GUM TREE ZONE...

NO SIGN OF  
ANY TROOPERS.  
YET!

WELL, THIS  
IS WHERE  
THE RAT SAID  
THEY'D BE!

MY DADT, DADDY, BUT IS YOUR INFORMANT  
TRUSTWORTHY...

WAIT! MY SENSORS ARE  
PICKING UP ROBOT ACTIVITY!

IT'S USEFUL  
HAVING A  
CYBERNIK LIKE  
YOU ON THE  
TEAM,  
SHORTFUSE!

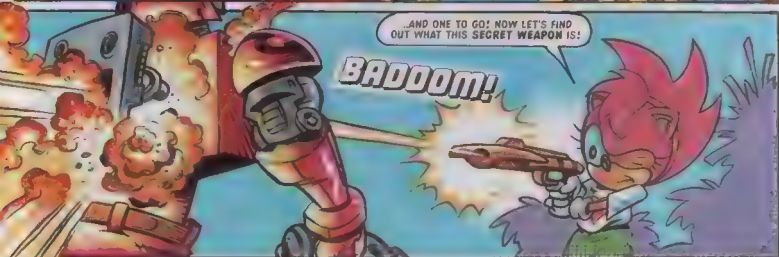
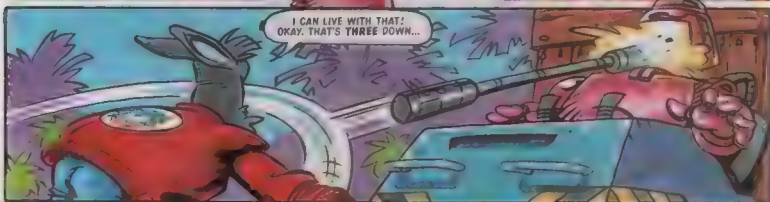
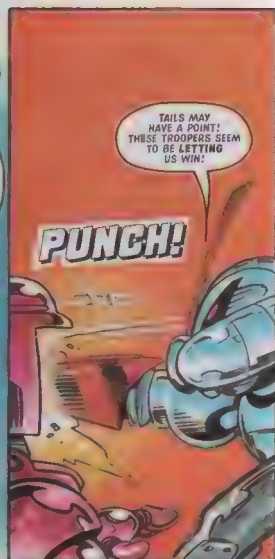
HEY, TAILS.  
IF YOU  
THOUGHT MY  
ELECTRONIC  
SENSORS  
WERE  
IMPRESSIVE...

\*SHORTFUSE JOINED THE GANG LAST ISSUE - MegaMan

GET A LOAD OF THIS!

ZZAP!

OUTLAWS!  
AAAKK!









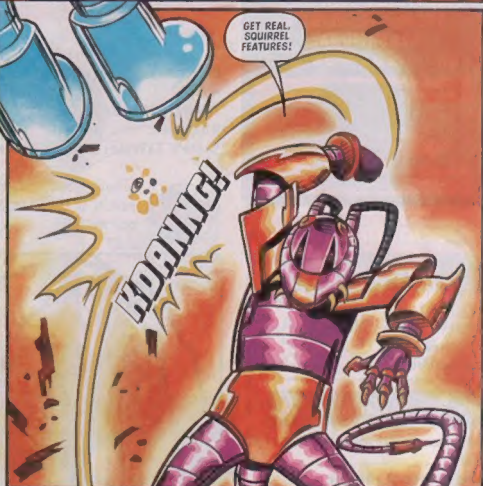
I RECOGNISE THAT VOICE!  
IT'S THE RAT WHO SOLD  
ME THE INFORMATION  
TWO DAYS AGO!

THEN THIS WAS  
A TRAP!

SO, WHAT'S NEW?

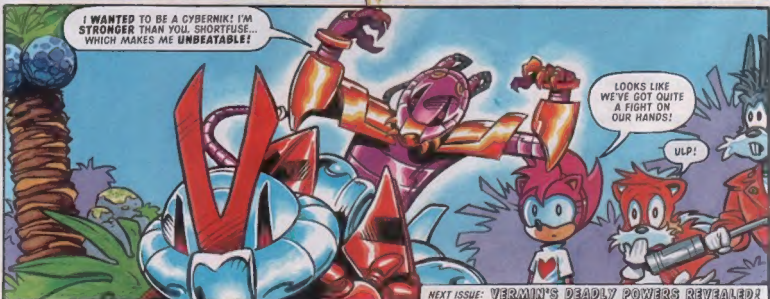


ROBOTNIK'S TURNED YOU INTO A  
CYBERNIK LIKE ME, EH? DON'T WORRY.  
PAL! I RESISTED HIS BRAINWASHING,  
AND YOU CAN TOO!



GET REAL,  
SQUIRREL  
FEATURES!

BOONNCH!



I WANTED TO BE A CYBERNIK! I'M  
STRONGER THAN YOU, SHORTFUSE...  
WHICH MAKES ME UNBEATABLE!

LOOKS LIKE  
WE'VE GOT QUITE  
A FIGHT ON  
OUR HANDS!

ULP!

NEXT ISSUE: VERMIN'S DEADLY POWERS REVEALED!



EITHER POST YOUR MAIL TO:-  
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.

OR USE THE E-MAIL ADDRESS (SEE BELOW FOR DETAILS)

**EVERYTHING PRINTED IN  
SPEEDLINES WINS A  
SENSATIONAL  
SEGA MEGA HOG TAG!**



**POETRY IN MOBIUS!**

Robotnik is cruel, Robotnik is bad  
He does horrid things - he's mental,  
he's mad  
Robotnik is here, and here's where  
he'll stay  
But out comes Sonic - "Get outta my  
way!"

Us Freedom Fighters - we're all just  
too cool

Our aim is to stop you, you mean old  
fool!"

Alex de Hamel, Writtle,  
Chelmsford.

Sonic & Knuckles Hog Tag Winner.



Thanks for the rhyme -  
you're a poet indeed.  
I was so moved, it  
made my heart bleed!



Send your e-mail  
messages to:

**stc@egmont.co.uk**

Be sure to include your snail mail (postal)  
address if you want to win a prize!

**BOOK WORM!**

Dear STC,

What reading material does  
Doctor Robotnik settle down to on  
Mobius?

Tim Hart, Falmouth, Cornwall.

MD Owner.

Sonic & Knuckles Hog Tag Winner.



Rumour has it that he's  
partial to Egg-change  
and Mart!



Sarah Conroy, Renton, Dumbarton, Scotland.  
Sonic & Knuckles Hog Tag Winner.

Knuckles' sky  
rocket!



Jacob Padri,  
South Wigston,  
Leicester.  
Sonic & Knuckles  
Hog Tag Winner.

**LUKE'S LOSS!**

Dear STC,

Issue 84's News Zone said  
that the Sega Channel was being  
launched in the north east, north  
west, and south east of England.  
Unless the Channel is going to be  
available in other places too, this  
could result in a big void for the rest  
of us!

Luke Drawer, Downend, Bristol.  
Sonic & Knuckles Hog Tag Winner.



Liverpool, Wigan and  
Preston\* got connected in  
October, Luke. Granted,  
that's no use to you, but  
with permission from your  
folks, you could inform a local cable  
operator of your interest in Bristol.  
The Cable Hotline number is: 0990  
111 777.

\*Subscribers in Liverpool, Wigan or Preston  
can call free on 0500 500 100.

# NEXT ISSUE

## TO BEE OR NOT TO BEE!



### THE HIVE!

NEW  
STORY

NEW  
STORY

**CAPTAIN PLUNDER!**  
SHANGHAID!

**SONIC'S WORLD**  
SECRET WEAPON!

REVIEWS

PINOCCHIO &  
POCAHONTAS!

NEW  
STORY

**DECAP ATTACK!**  
MR CUDDLE BUNNY!

**BUZZ BOMBER**  
BADNIK PIN-UP!

PLUS

Q ZONE

SONIC 3's  
ICECAP ZONE!

STC 91 ON SALE WED, 13 NOVEMBER '96

£1.20

# DATA STRIP

I'VE BEEN READING  
STC SINCE ...

ISSUE  AGE

NAME .....

ADDRESS .....

MY FAVOURITE ...

FILM/VIDEO IS .....

BAND/SINGER IS .....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

..... AS A COMIC STRIP IN STC.

THIS ISSUE'S  
MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 90

%



Post to: Data Strip/Sonic The Comic,  
25/31 Tavistock Place,  
London WC1H 9SU.